TASKED GENIES

Vocationally Dedicated Genies

Habitat: Urban, Planar (any Elemental Plane); **Treasure:** Armaments, Implements

When a genie from one of the four elemental planes becomes captivated by the pursuit of perfection in a specific craft, over many years, they may become changed by the act of pursuit itself. The vocation that a task genie becomes hyperfixated on can be literally anything, ranging from blacksmithing to statecraft, and the genie becomes determined to reach the pinnacle of their chosen vocation. For a battlefield commander, that might mean leading armies in successful campaigns in an endless attempt at conquest. For a wine maker, this could simply mean continuing to practice the art of creating better and better wine. Whatever the task a tasked genie has decided to pursue, nothing can stop them from pursuing their goals.

Tasked genies often reach impossible heights of skill in their chosen vocation, which makes their services in high demand amongst those who can afford them. Monarchs, both on the Material Plane and elsewhere in the multiverse, will offer enormous amounts of wealth and status to these genies in exchange for whatever services they have to offer. Some tasked genies use their reputation to live in luxury, while others see payment only as a formality and only offer their services to individuals they feel can help them expand their craft in one way or another. Tasked genies are loath to work for individuals who have subjugated them, and will often practice malicious compliance by performing their task to a bare minimum degree of acceptability under such circumstances.

If a tasked genie is ever prevented from continuing the pursuit of its chosen task, whatever that task may be, they become malaise and weary. Inability to continue their work not only sours their mood, but literally causes them to waste away. With every passing day the genie is prevented from performing its task, the genie becomes more sickly until eventually, they find themselves teetering on the precipice of death. Should they be pushed past the brink, though, rather than simply passing on the genie goes completely mad. Tasked genies are so intrinsically linked with their work that being kept from it result in violent outbursts and destructive behavior. Once a tasked genie succumbs to this madness, it is nearly impossible for them to return to how they were before.

The vocation chosen by a tasked genie can vary in scope significantly. A blacksmith, for example, might simply seek the pursuit of all things related to working in the forge. However, their craft could be more specific. Perhaps the genie blacksmith seeks to perfect the art of crafting fine weapons, or maybe their vocation is even more narrow, and the smith has dedicated themselves to creating a singular type of blade. Whatever the genie's vocation may be, they are sure to be dedicated to the extreme in its fulfilment.

Genie Vocations

The table below contains some possible vocations that may be chosen by a tasked genie, broken up into broad categories found on the tasked genie's game statistics. For more niche tasked genies that don't fit any of these broad categories, consider what spells or skills such an individual might have. For example, a genie

whose task is to become a great healer would likely have the **Medicine** skill, and several healing spells available to them.

Artisan	Administrator, Baker, Brewer, Chef, Gold Smith, Instrument Maker, Jeweler, Painter, Sculptor, Wine Maker, Wood Worker
Assassin	Court Assassin, Deceiver, Falconer, Hunter, Kingmaker, Murderer, Pirate, Spy
Craftsman	Alchemist, Architect, Blacksmith, Carpenter, Lumberjack, Metallurgist, Shipwright, Stonemason
Musician	Bard, Composer, Conductor, Court Musician, Orator, Performer, Skald, Wedding Singer
Warrior	Battlefield Commander, Brawler, Bodyguard, Duelist, Enforcer, General, Oathbinder, Pit Fighter, Soldier, Warlord

Tasked Genie

Large Elemental (Genie), Neutral

AC 16 **Initiative** +5 (15)
Hit Points 152 (16d10 + 80)
Speed 35 ft., Fly 35 ft. (hover)

	MOD	SAVE		MOD	SAVE		MOD	SAVE	
STR 20	+5	+5	**DEX** 20	+5	+5	**CON** 20	+5	+5
INT 20	+5	+5	**WIS** 20	+5	+5	**CHA** 20	+5	+5

Skills **Persuasion** +13, plus any skills granted by choice of vocation
Senses **Darkvision** 120 ft.; Passive Perception 15
Languages Common, Primordial
CR 9 (XP 5,000; PB +4)

Traits

Apex of Vocation. The genie is a master in its vocation, and chooses one of the following traits.

- **Artisan.** The genie gains proficiency with a set of **tools** associated with their chosen art, and has Advantage anytime they make an ability check associated with those tools.

  They can cast each of the following spells once per day, requiring no Material components, using the spell's normal casting time, and using Wisdom as the

spellcasting ability (spell save DC 17): ***Mirror Image***, ***Polymorph***, and ***Stone Shape***. The genie must finish a Long Rest before using this trait to cast these spells again.

- **Assassin.** The genie's walking and fly speed becomes 45 ft., it gains proficiency in the **Acrobatics**, **Deception**, **Perception**, and **Stealth** skills, and gains proficiency with **thieves' tools** and the **disguise kit**.

  As a bonus action, the genie can take the **Dash**, **Disengage**, or **Hide** action, and when the genie hits a creature with its Scimitar attack it deals an additional 10 (3d6) Poison damage.

- **Craftsman.** The genie gains proficiency with a set of **tools** associated with their chosen craft, and has Advantage anytime they make an ability check associated with those tools.

  As a bonus action, the genie can take the **Study** action with Advantage to appraise the value or craftsmanship of an object related to its chosen craft.

  They can cast ***Creation*** once per day, requiring no Material components, using the spell's normal casting time, and using Intelligence as the spellcasting ability. Objects created by casting Creation in this way have a permanent duration. The genie must finish a Long Rest before using this trait to cast these spells again.

- **Musician.** The genie gains proficiency in the **Performance** skill, and proficiency with all musical instruments.

  They can cast each of the following spells once per day, requiring no Material components, using the spell's normal casting time, and using Wisdom as the spellcasting ability (spell save DC 17): ***Calm Emotions***, ***Otto's Irresistible Dance***, ***Thunderwave***, and ***Vicious Mockery*** (4d6 damage). The genie must finish a Long Rest before using this trait to cast these spells again.

- **Warrior.** The genie gains proficiency in the **Athletics**, **History**, and **Perception** skills. The genie's armor class becomes 18, and when the genie uses its Multiattack it can make three Scimitar attacks instead of two.

  Any weapon held by the genie is treated as if under the effects of a ***Magic Weapon*** spell.

The chosen vocation cannot be changed, and the genie has **Expertise** in any skills it is proficient in or tools it is proficient with. For each week the genie is prevented from working in its chosen vocation, it gains one level of **Exhaustion**. If gaining a level of Exhaustion in this

way would cause the genie to die, it goes berserk instead. When the genie goes berserk it removes any accumulated levels of Exhaustion, gains immunity to Exhaustion, and treats all other creatures as if they were hostile. Once the genie has gone berserk, nothing can return it to its former state other than a casting of ***Wish***.

Magic Resistance. The genie has Advantage on saving throws against spells and other magical effects.

Wishes. The genie has a 30 percent chance of knowing the ***Wish*** spell. If the genie knows it, the genie can cast it only on behalf of a non-genie creature who communicates a wish related to the genie's chosen vocation in a way the genie can understand. If the genie casts the spell for the creature, the genie suffers none of the spell's stress. Once the genie has cast it three times, the genie can't do so again for 365 days.

Actions

Multiattack. The genie makes two attacks with its Scimitar.

Scimitar. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 12 (2d6 + 5) Slashing damage

Bonus Actions

Elemental Burst. *Ranged Attack Roll:* +9, range 90 ft. *Hit:* 14 (2d8 + 5) damage of a type chosen by the genie: Cold, Fire, Lightning, or Thunder.

Created by: ***JOSIAH "DUNGEON DAD" AMBROSE***

Art by: ***TAM***

Editing: ***Faye Morel***

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